



## Senior Designer creating user interfaces for video games and entertainment experiences.

### Released Products

Silent Hill: Ascension  
The Walking Dead: Last Mile  
Minesweeper for Teams  
Wordament for Teams  
D365 Product Visualize  
Game of Thrones  
The Walking Dead: Season 2  
Tales From The Borderlands  
The Wolf Among Us  
Halo 4  
Full House Poker  
New Xbox Experience

### Education

Western Washington University  
Bachelor of Fine Arts  
New Media & Graphic Design

### Skills & Perks

Figma  
Photoshop  
Illustrator  
Animate  
XD  
Jira  
Wireframing  
Storyboarding  
Art Direction  
Mobile Design  
Unity  
Proprietary Tools  
HTML/CSS  
Copywriting

### Recent Experience

#### Genvid Entertainment | Sr. Visual Designer

New York, NY (Remote) | 2022 - 2024

Oversaw the entire UI process, from early sketches to developer handoff. Developed a comprehensive visual design system for a game/TV show hybrid: grids, colors, typography, complex components, and breakpoints. Art directed 2 international outsourcing teams to deliver high-quality 2-D artwork for mini-games across all products. Authored vibrant emojis and sticker illustrations for social chat systems loved by users. Played a pivotal role in team expansion by hiring designers, establishing best practices, and fostering a high-performance team culture. Collaborate closely with UX designers to ensure intuitive and user friendly experiences.

#### Microsoft Casual Games | Sr. Visual Designer (Vendor)

Redmond, WA | 2020 - 2022

Participated in the reimagining of Minesweeper, Solitaire, and Wordament for Microsoft Teams. Cultivated the visual design system that scaled the colors, typography, layout, and overall aesthetics across multiple platforms and games. Created comprehensive mock-ups spanning from wireframe sketches, interactive prototypes, and high-fidelity comps.

#### Wargaming Seattle | UI/UX Artist

Redmond, WA | 2016 - 2018

Worked alongside UX designers and developers to shape the UI aesthetic for a unreleased military combat game. Devised visual design solutions and strategies for HUD and menu layouts including color schemes, typography, and iconography.

#### Telltale Games | UI/UX Artist

San Rafael, CA | 2013 - 2015

Contributed to award-winning episodic story games across multiple platforms, designing immersive HUDs and menus. Keen focus on iconography, typography, artwork authoring, and animations, utilizing a proprietary 3-D toolset to deliver engaging user experiences.